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Street Fighter

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ULES-00235

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STREET FIGHTER
ALPHA 3
MAX

CAPCOM

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the STREET FIGHTER™ ALPHA3 MAX disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

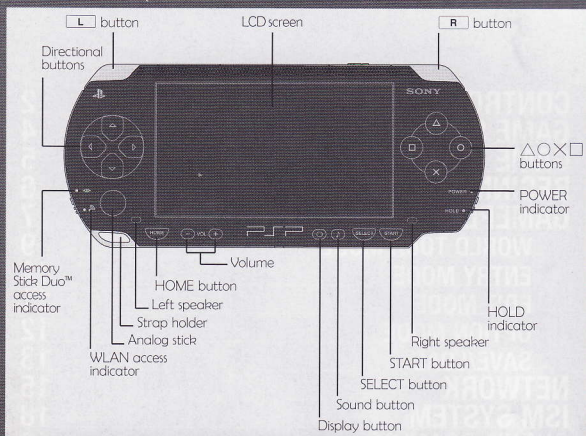
CONTENTS

CONTROLS	2
GAME SCREEN	4
GAME RULES	5
BEGINNING A NEW GAME	6
GAMEPLAY MODES	7
WORLD TOUR MODE	9
ENTRY MODE	11
EDIT MODE	11
OPTION MODE	12
SAVE/LOAD	13
NETWORK	15
ISM SYSTEM	18
SUPER COMBOS	19
BASIC MOVES	20
CHARACTERS	22
TOP SECRET INFO	42



CONTROLS

DEFAULT CONTROLS



- ↑ Vertical jump
- Move Forward
- ↓ Crouch
- ← Move backward/standing block
- ↗ Diagonal forward jump
- ↘ Crouch
- ↖ Crouching block
- ↙ Diagonal backward jump

*All buttons listed are default settings. To change the button layout, use the BUTTON CONFIG menu (page 12).

PUNCH BUTTONS



Light

Medium

Heavy



KICK BUTTONS

OTHER CONTROLS

Use the directional buttons to navigate within menus and change options.

Confirm Button - ×

Cancel Button - ○

START Button

Press the START Button during a match to pause the game.

SELECT Button

Use the SELECT Button to taunt your opponent.

NORMAL MOVE

Normal Moves use the punch or kick buttons, and moves vary depending on the character's stance.

BLOCK

Block an opponent's attack by pressing the direction away from the opponent.

THROW

Press ← or → plus either two punch buttons or two kick buttons at the same time to grab and throw your opponent.

DIZZY/RECOVERY

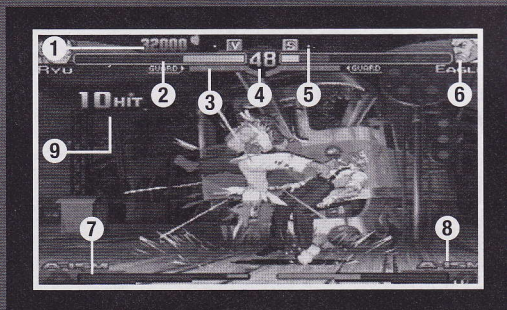
If an opponent's attack renders you dizzy, recover more quickly by pressing the directional buttons and punch or kick buttons.

SPECIAL MOVE

Perform various special moves by combining movements of the directional buttons with punch and kick buttons (page 19).

SUPER COMBO

When your Super Combo Gauge fills up, you can perform a super-powerful move, with input commands similar to special moves (page 19).



- 1 **Score** – Player's current score.
- 2 **Vitality Gauge** – Player's remaining vitality.
- 3 **Guard Power Gauge** - When this gauge runs out, the player's block can be broken.
- 4 **Timer** – Shows the amount of time left in the round.
- 5 **Win Mark** – Indicates the number of rounds won.
- 6 **Character Icon** – Shows the face and name of each player.
- 7 **Super Combo Level Gauge** – Allows players to perform different Combos (see page 19).
- 8 **ISM** – Shows the currently selected ISM type (see page 18).
- 9 **Bonus Message** – Various messages are displayed during each round.

MATCHES

The first player to win two out of three rounds wins the match. Adjust the number of rounds from the Options menu. Note that in some gameplay modes, the number of rounds cannot be changed.

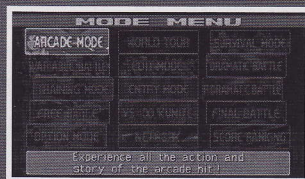
WINNING

Each round lasts 99 'counts'. Reduce your opponent's vitality to 0 before the time runs out to win the round. Should the timer run out before there is a knockout, the player with the most remaining vitality wins the round. Note that in some gameplay modes, the time limit cannot be changed.

DRAW GAME

A draw game occurs when both sides are knocked out at the same time, or when both sides have the same amount of remaining vitality when the time runs out. If a draw game occurs on the third round, a fourth final round will be played. The winner of the fourth round wins the match. However if the fourth round ends up a draw game as well, both sides lose. Adjust the number of rounds from the Options menu. Note that in some gameplay modes, the number of rounds cannot be changed.





Press the START button from the Title screen to bring up the Mode Select screen. Move the cursor to the mode you wish to play using the directional keys, and press the Confirm button to select that mode.

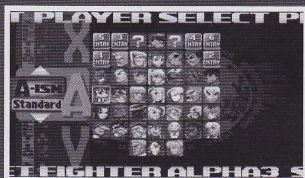
PLAYER SELECT



1. Character Select – Once you select a game mode, you will be taken to the character select screen. Move the cursor to the character you wish to use and press the $\times$ button.



2. Mode Select – If the "Mode Select" option is turned ON in the Options, you may select a mode for your character. Note that the default setting is OFF, and must be turned on to enable this selection.



3. ISM Select – Choose either X, A, or V ISM type (page 18).

4. Speed Select – Choose a game speed. Note that speed select may not be available depending on Option settings.

ARCADE MODE

Defeat a string of 10 AI-controlled opponents to reach the ending.

TRAINING MODE

Define settings for yourself and your AI-controlled opponent and practice your skills. Press the START button during play to display the Training Mode Select screen.

AI-Controlled Dummy Settings:

ACTION – Set your opponent's action to stand, crouch, or jump. You can also choose to control the character temporarily to record a series of actions to loop back.*

GUARD – Set your opponent's guard status.

SC GAUGE – Set the level of your opponent's Super Combo Gauge.

GP GAUGE – Set the level of your opponent's Guard Power Gauge.

STUN – Set whether your opponent can be stunned or not.

COUNTER HIT – Set whether or not it is a Counter Hit when your opponent takes a hit.

SAFE FALL – Set whether or not your opponent performs a safe fall when knocked to the ground.

THROW ESCAPE – Set whether or not your opponent tries to escape throws.

TIMING GUARD – Set whether or not your opponent performs Timing Guards (page 20).

DAMAGE REDUCE – Set whether or not your opponent has reduced damage.

* While recording a series of moves for your opponent character to perform, you must wait for the timer to run out. Pressing the START button will not return you to the Training Select Mode.

GAMEPLAY MODES

VARIABLE BATTLE

Control a 2-character tag-team to join up against a single opponent, switching between characters at will.

Switch characters with a punch and kick button of different strength.

(Close) LP + MK
(Far) LK + MP

DRAMATIC BATTLE

Team up with an AI-controlled partner to take on an opponent in two-on-one battles.

REVERSE DRAMATIC BATTLE

Go alone against two AI-controlled opponents at once in one-on-two battles.

SURVIVAL MODE

With a limited amount of vitality, go up against a string of opponents and survive as long as you can. There are 8 gameplay modes available for Survival Mode.

VS 100 KUMITE

Fight your way through a series of 100 single-round matches to compete for the best win-loss record out of 100.

FINAL BATTLE

Fight the final match against the final boss. If you win, you can view the game ending after just the one match.

FREE BATTLE

Select an opponent and difficulty level for a single head-to-head match. There are 5 gameplay modes available in Free Battle.

Team battle

Versus mode that allows up to 3 people on a team. You can select an ISM type for each character. Also with the Gauge Reset option, you can select to reset the Super Combo Level Gauge to the max when you lose and switch to the next character.

WORLD TOUR MODE

Beginning A New World Tour Game

Start from the beginning or pick up from where you left off.

New Game

Select a character and start from the beginning.

Load Game

Load previous save data and continue building up your character.

*To play as a different character, you must start a New Game from the beginning.

World Map Stage Select

Select the stage you wish to visit from the world map. Selecting a stage will bring up a menu with the following options:

BATTLE – Starts the match.

SETUP – Move to the ISM setup screen.

SAVE – Save your progress. This is the only place in World Tour Mode that you can save your game, so don't forget to do it.

*Saving requires 128KB of free space.

Battles - The Path to Strength

Your journey begins in Asia. Complete a stage and select the next stage you wish to advance to. Complete all the stages in the area (i.e. Asia) to advance to the next area, building your character as you go.

Leveling Up

Gain valuable experience points by defeating opponents. Once you earn a certain amount of experience points, your level goes up, increasing your stats (abilities).

ISM Plus

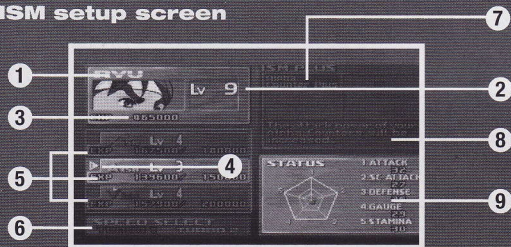
Somewhere within each area you can acquire an ISM Plus that boosts your character's abilities (page 18).

ISM Level-Up

Each ISM gains experience points separately, and grows in power. The status set from the ISM Select screen also affects ability boosts from leveling up.

GAMEPLAY MODES

ISM setup screen



This screen allows you to customize your character.

- 1 Character Name
- 2 Character Level*
- 3 Current Total Experience Points
- 4 ISM Select Cursor
- 5 ISM list
- 6 Speed Select
- 7 Acquired ISM Plus's
- 8 ISM Plus description
- 9 Status

*The maximum player level is 32. Once you reach level 32, the ISM level also stops going up.

1 - ISM Select

Move the cursor to the ISM you wish to use.

2 - Speed Select

Select the preferred match speed.

*Depending on the Option mode settings, this option may not be available from this screen.

Stages

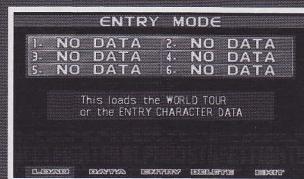
There are many, many stages available in the World Tour mode, including special stages with specific conditions, such as stages where only Super Combos do damage. Below are two examples:

Survival Stage

Fight multiple enemies in succession and defeat them all with a limited amount of health.

Team Battle Stage

Go up against teams of 2 or 3 characters, and defeat them all to proceed.

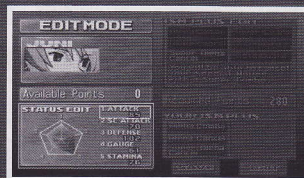


ENTRY MODE

Use Entry Mode to take characters built up with World Tour Mode or created in Edit Mode and use them in the other gameplay modes by loading the character data and entering it in the registry. The data

for this character will be converted to Entry Character Data and appear on the character select screens for the other modes.

- * Loading a character into the Entry screen does not load the Option settings, high scores, etc.
- * Characters loaded into Entry Mode may not be available for use again in World Tour Mode, etc.
- * Characters loaded to slots 1-3 can be used in Network play.



EDIT MODE

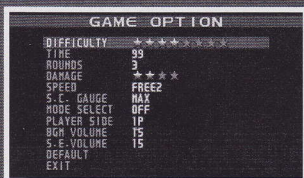
Use the Edit Mode to create a custom character for use in other gameplay modes. Create the kind of character you want by assigning points to various attributes.

Note: Custom characters created here cannot be used in World Tour Mode.

GAMEPLAY MODES

OPTION MODE

Adjust various options here.



GAME OPTION

Adjust settings and rules for matches.

- **Difficulty** – Difficulty level of the game's A.I.
- **Time** – Time limit for each round.
- **Rounds** – Number of rounds per match.
- **Damage** – Attack strength of moves during matches.
- **Speed** – Game speed during matches.
- **S.C. Gauge** – Default level of the Super Combo Gauge.
- **Mode Select** – Turn Mode Select on/off (page 18).
- **Player Side** – Start the match on the left (1P) or right (2P) side.
- **BGM Volume** – Adjust the volume of the in-game music from 0-15.
- **S.E. Volume** – Adjust the volume of the in-game sound effects from 0-15.
- **Default** – Return all options to their default settings.
- **Exit** – Return to the main menu.

Notes:

- Some game modes do not follow changes in certain settings.
- Some game modes do not reflect changes in settings for time limit or number of rounds.



BUTTON CONFIG

Customize the button configuration by assigning buttons for the punch and kick attacks.

Special Commands

You can assign a single button to perform special commands.

- **3 Buttons at Once** – (3 x P or 3 x K) – Assign all three punch or all three kick buttons to a single button, useful for special or throw moves.

- **Same Strength P+K** – Use to perform original combos
- **Special / Super Combos** – Assign special moves or Super Combos to a single button.
- **VARIABLE 1 and VARIABLE 2** – Use for the player change at "VARIABLE BATTLE" (VARIABLE : close range / VARIABLE 2: long range)

Command

Adjust the amount of time allowed to enter commands for special moves. "Arcade" is the shortest, and "Long" is the longest.

Type

Change to "Easy" to make it easier to input commands.

Rapid

Turn the rapid fire function for buttons on/off.

Note: Button settings can also be modified during a match through the pause menu.

Top Secret Information:

Moves that require pressing all three punch or kick buttons at the same time can also be performed with the following button combinations:

PPP: LP+HK (or LK + HP)
KKK: MP+HK (or MK + HP)

Note: Does not apply to moves that require charging, like Balrog's Turn Punch, or Throw moves that require two buttons to be pressed at once.



SCREEN SETTING

Screen Size

Set the screen setting to Wide or Normal. When set to wide, the gameplay screen will fill up the entire screen.

Wallpaper

When you have the screen size setting set to Normal, you can select to have a wallpaper image displayed on the sides of the screen to fill up the area. There are a number of wallpaper images to choose from.

SAVE/LOAD

Save and load data and settings.

- **Save** – Manually save changes made to the options or hi-scores attained in Arcade Mode.
- **Load** – Load settings, scores, and data from a saved file.
- **Delete** – Delete saved data files.
- **Auto-save** – Turn the auto save function on/off.

Notes:

- *With Auto-save turned on, changes to option settings, high scores, etc. will be saved automatically.*
- *Memory Stick Duo™ (sold separately) is required to save game data.*
- *Insert it into the Memory Stick Duo™ slot before attempting to save.*
- *This game requires at least 256KB of free space to save play records.*
- *Memory Stick Duo™ is automatically checked when booting the game, so please insert your Memory Stick Duo™ with your game data before powering up the system.*
- *Do not remove the Memory Stick Duo™ during save or load operations, as this may corrupt the save data.*

SCORE RANKING

View rankings for Arcade Mode, Survival Mode, and VS 100 Kumite Mode.

With the Wireless (WLAN) features, you can connect to other PSP™ systems to send data and use the Ad-Hoc mode to go head-to-head.

NETWORK MODE



VS Mode

Go head-to-head with another player. Once a match is over, replay with the same settings, or select different characters and play again.

Team Battle

Select up to 3 characters for a team, and defeat your opponent's team a character at a time.

Variable Battle

Enjoy Variable Battles with multiple people. With two players, AI-controlled characters are also used.

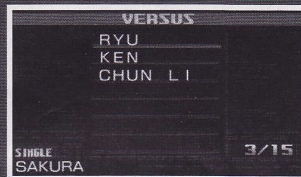
Dramatic Battle

Enjoy Dramatic Battles with multiple people. With two players, AI-controlled characters are also used.

Using Ad-Hoc

After confirming that the WLAN switch is set to ON, select NETWORK from the mode selection screen. From the mode selection screen for Network, use the directional buttons to select a mode, and the X button to confirm and be connected to the mode's menu selection and standby screen.

Note: Options cannot be modified during an Ad-Hoc versus match. Please verify all settings are correct before entering Network mode.



LOBBY SCREEN

Once you connect to the Lobby, a list of users that can be challenged is displayed for you to choose from. If you choose to do nothing, you will be on standby until someone

challenges you. Once both sides agree to the challenge, the person who received the challenge becomes Player 1, and the person who sent the challenge becomes Player 2, with Player 1 setting the match rules.

NETWORK

1. User List – List of nicknames of players that can be challenged.
2. Your Nickname – Shows your own nickname.
3. Players Online – Shows the number of people online who can be connected to.

*Pressing the **X** Button to exit the Lobby and return to the Network mode selection screen.

*The nickname setting is carried over from the PSP™ itself. Refer to the PSP™ manual for information about the nickname.

NETWORK BATTLE TYPES

VS MODE

Play one-on-one matches. Select a Versus mode from among 3 types.

TEAM BATTLE

Play team battles with up to 3 characters per team. Select a gameplay mode from among 3 types. Characters battle one at a time, with the winner moving to the next round with a just a certain amount of vitality restored. Defeat all members of your opponent's team to win.

VARIABLE BATTLE

Select the team setup before the character select screen. With two players, the third character becomes AI-controlled. If both characters on the 2-person team are controlled by players, the player on stand-by may jump in during the match without waiting to be brought in by the other player.

DRAMATIC BATTLE

Like Variable Battle, you select the team setup before the character select screen. Up to 3 players can compete in 2-on-1 matches, with all players on the screen at once.

VERSUS MODES

In VS MODE and TEAM BATTLE, you can select the type of system for selecting your opponent.



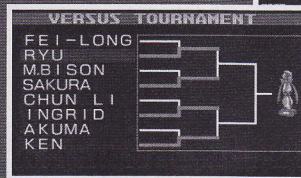
Single

Play against a single player in multiple matches until one side quits or cancels.

League

Play in a league of two to eight players. To start league play, one person

chooses to become the Host and creates a lobby, and other players join in as Guests. The host sets the rules for the matches, etc.



VERSUS LEAGUE

MBISON
KEN
INGRID
AKUMA
CHUN LI
FEI-LONG
RYU
7/7
PRESS X BUTTON TO START

Tournament

Play in an 8-person tournament with 2 or more players. If there are not 8 players present, other tournament contestants are

controlled by AI. Just as with League mode, one player becomes the Host and Guests join from there.

AD HOC MODE FAQ

Q) What is "wireless"?

Wireless (WLAN) is a type of wireless data transmission technology that comes built in to the the PSP™ system. This game uses the Ad Hoc mode to enable network play Wireless.

Q) What is Ad Hoc Mode?

Ad Hoc is a type of wireless (WLAN) network connection that does not require "wireless access points" because it connects you directly with other the PSP™ systems in the proximity.

Q) Do I need anything special to play Ad Hoc mode?

Nothing, except for your PSP™ and your copy of Street Fighter™ Alpha3 Max.

Q) I can't seem to connect.

Check to make sure your WLAN switch is set to ON. If you discover that it is turned OFF, turn it ON and re-enter the Network Mode from the main menu.

Q) While playing Ad Hoc mode, sometimes the screen freezes and starts again, or slows down really bad.

If you occasionally experience such behavior, it may be due to a weak or bad wireless connection. This may be due to, for example, location, distance between you and the other players, interference, etc.

Select from among three types of ISMs.

X-ISM – Simple ISM with one powerful Super Combo. Good for beginners.

A-ISM – Standard ISM with multiple Super Combo moves.

V-ISM – Only ISM where original combos can be used. Allows various combination moves possible.

	X-ISM	A-ISM	V-ISM
Number of Super Combos	1	2 or more	0
Super Combo Level	1 Level	3 Levels	2 Levels (Orig. Combo)
Original Combos	No	No	Yes
Mid-Air Guard	No	Yes	Yes
Attack Power	High	Standard	Low
Defense Power	Low	Standard	Standard
Alpha Counter	No	Yes	Yes

I-ISM – Characters registered through Entry Mode have special I ISM gauges. These gauges depend on how the character was leveled up in World Tour Mode (page 9).

MODE SELECT

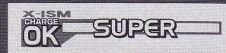
If MODE SELECT is ON in Options mode (page 12), you can select a mode for your character. (The default is OFF, so you must turn this option ON in Options mode to enable this selection.)

Normal	Standard mode.
Mazi	Boosts attack power very high, drops defense power very low. One hit and you could be toast.
Saikyo	Greatly lowers all character abilities, for people very confident in their skills.
Classic	Characters perform in the style of Street Fighter II, with no Super Combo gauge or Guard Power gauge.

Performing normal moves and special moves fills up your Super Combo Level gauge. Once this gauge reaches a certain point, the level increases, allowing you to use Super Combos, Alpha Counters, or Custom Combos.



There are 3 levels to A-ISM, with higher levels producing more powerful attacks. The level is determined by the type of button pressed, and different levels of Super Combos use different amounts of energy from the gauge (Weak -> Level 1 / Medium -> Level 2 / Hard -> Level 3)



X-ISM has one level, and the gauge must be completely full to perform a Super Combo. One Super Combo move uses up all the energy in the gauge.

CUSTOM COMBOS



With V-ISM selected, charge the Super Combo Level Gauge up to above 50%, and then press a punch and kick button of the same strength to summon a double of your character for a short amount of time. Control this double well and create original combos of your own. The strength of the punch/kick buttons pressed to summon it (Light, Medium, Hard) determines the interval it is there. You cannot guard while the double is present, and the double stays on the screen until the timer runs out, or until you are hit and take damage.

BASIC MOVES

GUARD

Press the directional buttons in the direction away from your opponent to guard attacks. You can guard high attacks while standing (high guard) and low attacks while crouching (low guard). Low (crouch) attacks cannot be blocked with standing high guards. You can also guard while in the air (except for X-ISM). When going up against 2 enemies at once, if you are not in the middle of an attack, you will guard incoming attacks on the same level (high/low) automatically.

DEFENSIVE FALL

If you get knocked down from the air or on the ground, press two punch buttons at the same time to perform a defensive fall from the air, or two kick buttons to perform a defensive fall on the ground (you cannot perform defensive fall on the ground with when using X-ISM). Not performing a defensive fall may leave you on the ground open for attack.

THROW/ESCAPE

When close to an opponent, press either $\leftarrow$ or $\rightarrow$ and either two punch or kick buttons to grab and throw your opponent. Throws cannot be blocked against, so they can be useful against opponents who continue to guard your attacks. If you are grabbed and about to be thrown, enter the same throw command to escape from it.

ALPHA COUNTER

When blocking an attack, press $\leftarrow$ or $\rightarrow$ towards your opponent and press a punch and a kick button of the same strength to perform a counter attack from the guard position (not available with X-ISM). This move uses one Super Combo level and shortens the Guard Power Gauge.

GUARD CRUSH

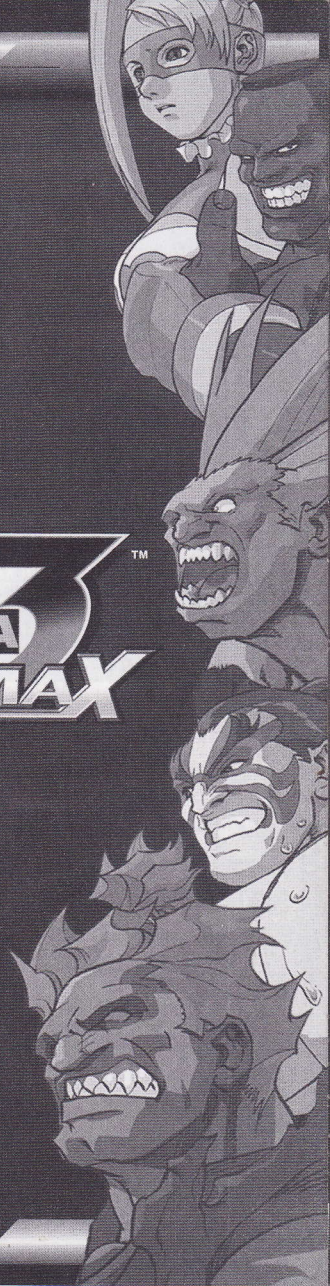
Your Guard Power Gauge shortens while you are guarding attacks. When the gauge reaches zero, you will no longer be able to guard any attacks. This gauge will gradually fill back up when you are not guarding. Performing an Alpha Counter uses energy from this gauge.

DAMAGE REDUCE / TIMING GUARD

Press a directional button or punch or kick while being attacked or while guarding to reduce the amount of damage taken. You can also time a guard right before being attacked to reduce the amount of damage taken and GP Gauge used.

TAUNT

Press the SELECT button to taunt your opponent. This is the default button. To assign taunting to a different button, use the Button Config menu in Options (page 12).



CHARACTERS

CHARACTER'S NAME	COMMAND LIST	SPECIAL MOVES
RYU 	1  + 	
	2  + 	
	3  + 	
	4  + 	
	1   + 	
	2   + 	
	3   + 	
CHARACTER	SUPER COMBOS FOR A-ISM ONLY	
	SUPER COMBOS FOR X-ISM AND A-ISM ONLY	

The moves descriptions are based on the characters facing right.
Reverse when characters are facing left.



Punch Button



Kick Button



Shows the directional buttons or analog stick controls.
Example shown: press simultaneously ↓ ↗ ⇐

HOLD

Press the directional buttons or the analog stick in the direction described

REVERSE

Enter immediately when the character gets up after being blasted

Lv3

A command which consumes 3 levels worth of Super Combo Gauge

X

Command for X-ISM

A

Command for A-ISM

V

Command for V-ISM

1

Special / Super Combos

8

L

Light

M

Medium

H

Heavy

CHARACTERS

RYU



Hadouken

1



Shakunetsu Hadouken

2



Shoryuken

3



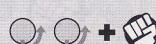
Tatsumaki Senpukyaku

4



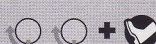
Shinku Hadouken

1



Shinku Tatsumaki Senpukyaku

2



Metsu Shoryuken

3



Lv3

KEN



Hadouken

1



Shoryuken

2



Tatsumaki Senpukyaku

3



Shoryu Reppa

1



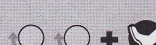
Shinryuken

2



Shippu Jinraikyaku

3



Lv3

CHARACTERS

1  +  **A V**

Kikoken

2  **HOLD**  +  **X** REVERSAL ONLY

Tenshokyaku

3  **RAPID TAPS**

Hyakuretsukyaku

4  +  **A V**

Senenshu

5  **HOLD**  +  **X** (OK IN MIDAIR)

Spinning Bird Kick

6  **HOLD**  +  **X**

Sohakkei

1  **HOLD**  +  + 

Senretsukyaku

2  **HOLD**  + 

Hazan Tenshokyaku

3  + 

Kikosho

CHUN-LI



1  + 

Yoga Fire

2  +  **A V** 3  +  **X**

Yoga Flame

4  +  **A V** 5  +  **X**

Yoga Blast

6  +  +  +  OR  +  OR  +  OR  + 

Yoga Teleport
(OK IN MIDAIR)

X THE MOVES MARKED X ARE NOT AVAILABLE IN MIDAIR

1  +  +  **X** ONLY

Yoga Tempest

2  + 

Yoga Inferno

3  + 

Yoga Strike

4  + 

Yoga Stream

DHALSIM



CHARACTERS

ZANGIEF



Double Lariat

1  +  + 

Quick Double Lariat

2  +  + 

Banishing Flat

4  +  **A V** 3  +  **X**

Screw Pile Driver

5  + 

Atomic Suplex

6  +  CLOSE RANGE

Flying Power Bomb

7  +  FROM A DISTANCE

Final Atomic Buster

1  +  + 

Aerial Russian Slam

2  +  + 

GUY



Hozanto

1  + 

Bushin Senpukyaku

2  + 

Bushin Izuna Otoshi

3  +  +  OR 4  +  + 

Hayagake

5  +  + 

Kage Sukui

5  +  + 

Kubikari

5  +  + 

Bushin Musorenka **LV3**

1  +  + 

Bushin Hassoken

2  +  + 

Bushin Goraikyaku

3  +  + 

CHARACTERS

1	 + 	Tiger Shot
2	 + 	Ground Tiger Shot
3 OR 4	 +  A V	Tiger Blow
3 OR 4	 +  X	Tiger Uppercut
5 A V 6 X	 +   + 	Tiger Crash
1	  + 	Tiger Genocide
2	  + 	Tiger Cannon
3	  + 	Tiger Raid

SAGAT



1	 + 	Soul Spark
2	 + 	Soul Throw
3	 + 	Soul Reflect
4	 + 	Soul Spiral
1	  + 	Aura Soul Throw
2	  + 	Aura Soul Spark
3	  + 	Soul Illusion

ROSE



CHARACTERS

Jaguar Kick	1 A V	 + 
Jaguar Tooth	2	 + 
Rising Jaguar	3	 + 
Jaguar Varied Assault	1	  + 
Jaguar Revolver	2	  + 

ADON



Jigoku Scrape	1	 + 
Shiraha Catch	2	 + 
Butsumetsu Buster	3	 + 
Daikyo Burning	4	 + 
Yagura Reverse	5	 + 
Meido no Miyage	1	  + 
Tenchusatsu	2	  + 

SODOM



CHARACTERS

1		Sonic Boom
2		Somersault Shell
3		Knee Bazooka

1		Somersault Justice
2		Sonic Break
3		Crossfire Blitz

1		Hadouken
2		Shououken
3		Shunpukyaku
4		Sakura Otoshi

1		Midare Zakura
2		Shinku Hadouken
3		Haru Ichiban

NASH



SAKURA



CHARACTERS

DAN



Gadoken	1	
Koryuken	2	
Dankukyaku	3 OR 4	

PECULIAR ACTION Saikyoryu Guard	
------------------------------------	--

Hishho Buraiken	1	
Shinku Gadoken	2	
Koryu Rekka	3	

VEGA



Flying Barcelona Attack	1 OR 2	
Izuna Drop	1 OR 2	

Rolling Crystal Flash	3	
Sky High Claw	4	
Scarlet terror	5	

Rolling Izuna Drop	1	
Scarlet Mirage	2	
Red Impact	3	

CHARACTERS

1		Criminal Upper
2		Ruffian Kick
3		Bad Stone
4	A V	Bad Spray
	SIMULTANEOUSLY	PECULIAR ACTION Knife Grab
1		Final Distraction
2		Dead End Irony



CODY

1	UP TO 3 TIMES	Patriot Circle
2	THEN OR	Stinger
3	WHEN LANDING	Mekong Delta Attack
4	THEN	Mekong Delta Air Raid
5	THEN OR	Mekong Delta Escape
1		Take No Prisoner
2		Mine Sweeper
3		Steel Rain



ROLENTO

CHARACTERS

R. MIKA	Flying Peach	1	
	Shooting Peach	2	
	Day Dream Headlock	3	CLOSE RANGE RAPID TAPS
	Paradise Hold	4	
	Wingless Airplane	5	IN MID AIR
	Rainbow Hip Rush	2	
	Heavenly Dynamite	3	CLOSE RANGE RAPID TAPS



1	SARDINE'S BEACH SPECIAL
RUN AFTER ENTERING COMMAND	
HIT	THEN OR WHILE JUMPING OVER
BEFORE JUMPING ON TO A CORNER POST	
MOONSALT PRESS	
MISSILE KICK	
PARADISE HOLD	
WINGLESS AIRPLANE	
BEHIND YOUR OPPONENT	
ENZUI LARIAT	
ENZUI DROP KICK	
RAINBOW SUPLEX	
DAY DREAM HEADLOCK	

1	Spiral Arrow	 + 
2	Cannon Spike	 + 
3	Axle Spin	 + 
4	Combination	 + 
5	Cannon Strike	 + 
6	Cannon Revenge	 + 
1	Spine Drive	 + 
2	Smasher	 + 
2	Reverse Shaft	 + 
3	Killer Bee Assault	 + 



CAMMY



BIRDIE

1	Bull Head	 + 
2	Bull Horn	 + 
3	Murderer	 + 
4	Chain	 + 
4	Bandit Chain	 + 
1	The Birdie	 + 
2	Bull Revenger	 + 

1	Electric Thunder	
2	Rolling Attack	 + 
3	Vertical Rolling	 + 
4	Back Step	 + 
1	Ground Shave	 + 
2	Tropical Hazard	 + 



BLANKA

1	Hyakuretsu Harite	
2	Super Zutsuki	 + 
3	Super Hyakkan Otoshi	 + 
4	O-icho Throw	 + 
1	Oni Muso	 + 
2	Fuji Oroshi	 + 
3	Orochi Kudaki	 + 



E. HONDA

CHARACTERS

1 + + + + **EXAMPLE**

2 +

3 +

4 +

5 + +

6 OR 7 TO MATCH THE OPPONENT'S ATTACK ABOVE + BELOW +

8 +

1 +

2 +

Gurenken

Mujinkyaku

Ressenha

Hosho

Ressencho

Yasha Gaeshi

Arakuma Inashi

Kanzuki-ryu Shinbikaibyaku

Kanzuki-ryu Kououken

KARIN



1 + UP TO 3 TIMES

2 +

3 + X V

1 +

2 +

3 + A

Rekkaken

Shienkyaku

Rekkukyaku

Rekkashinken

Shien Renkyaku

Ryuhassai

LV3

FEI-LONG



CHARACTERS

Air Thrasher

Double Rolling Sobat

Machine Gun Upper

Jack Knife Maximum

Sobat Carnival

Theme of Sunrise

Climax Beat

1 HOLD

2 HOLD

3 HOLD RAPID TAPS

4 HOLD X V

1 HOLD +

2 HOLD

3 HOLD

DEE JAY



Mexican Typhoon

Tomahawk Buster

Condor Dive

Condor Spine

Raging Typhoon

Canyon Splitter

1 +

2 +

3 IN MID AIR + + +

4 + A V

1 +

2 +

T.HAWK



CHARACTERS

1		AV	Psycho Shot
2		X	Psycho Crusher
3			Double Knee Press
4			Head Press
5			Somersault Skull Diver
6		AV	Bison Warp
1			Knee Press Nightmare
2			Psycho Crusher

M. BISON



1			Dash Straight
2		AV	Dash Ground Straight
3			Dash Uppercut
4		AV	Dash Ground Uppercut
5			Turn Punch
6		AV	Buffalo Head
1			Crazy Buffalo
2			Gigaton Blow

BALROG



CHARACTERS

JULI



Cannon Spike	1	
Sniping Arrow	2	
Axle Spin Knuckle	3	
Reverse Shaft Breaker	1	
Spin Drive Smasher	2	

JUNI



Cannon Spike	1	
Spiral Arrow	2 OR 3	(OK IN MIDAIR)
Hooligan Combination	4	(THE MOVE CHANGES BY ADDITIONAL INPUT)
Cannon Strike	5	WHILE JUMPING FORWARD
Mach Slide	6	
Earth Direct	7	
Psycho Streak	1	
Spin Drive Smasher	2	

CHARACTERS

SWAP STYLES BY PRESSING PUNCH 3 TIMES OR KICK 3 TIMES
COMBINED STYLES IF X-ISM IS CHOSEN

SORYU **5**   
SIMULTANEOUSLY

HYAKURENKO **1**  RAPID TAPS

GEKIRO **2**  +  THEN 

ZANEI **1**   + 

SHITENSU **2**   + 
IN MID AIR

KIRYU **5**   
SIMULTANEOUSLY

JASEN **3**  HOLD  + 

OGA **4**  HOLD  +  **A V**

JAKOHA **3**   + 

KOUGA **4**   + 
IN MID AIR

GEN



1  + 
2 IN MID AIR  + 

3  + 

4  + 

5  +  (OK IN MID AIR)

6  +  THEN IN MID AIR  OR  **A V**

7  +  +  OR    OR  

1  +  +  +  +  +  **W**

2   + 

3 (OK IN MID AIR)   + 

4   + 

Go Hadouken

Zanku Hadouken

Shakenetsu Hadouken

Go Shoryuken

Tatsumaki
Zankukyaku

Hyakkishu

Ashura Senku

Shungokusatsu

Messatsu
Gohado

Tenma Gozanju

Messatsu
Goshoryu

AKUMA



CHARACTERS

GUILE



Sonic Boom

1  HOLD  + 

Somersault
Kick

2  HOLD  + 

Somersault
Strike

1  HOLD  + 

Sonic Hurricane

2  HOLD  +  + 

Hadouken

1  + 

Shakunetsu
Hadouken

2  + 

Shoryuken

3  + 

Tatsumaki
Senpukyaku

4  +  (OK IN MID AIR)

Ashura Senku

5  +  +  OR  

Shungokusatsu

1  +  +  +  + 

Messatsu
Goshoryu

2   + 

Shinku Hadouken

3   + 

Shinku Tatsumaki
Senpukyaku

4   + 

CHARACTERS

1		Manchester Black
2	A V (HOLD OK)	Canterbury Blue
3		Oxford Red
4		Liverpool White
5	A V	St Andrews Green
1		Manchester Gold
2		Union Jack Platinum

EAGLE



1	A V	Tetsuzanko
2		Zessshohoho
3	X V	Senkyutai
4	(Punch TO FEINT)	Kobokushi
5		Zenpo Tenshin
1	lv3	Yoho
2		Sorai Rengeki
3	IN MID AIR lv3	Hiten Soryujin

YUN



CHARACTERS

MAKI



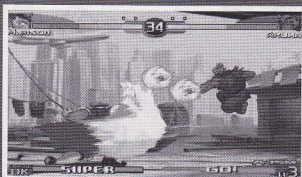
1		Genko
2	THEN	Hayagake
3	THEN	Saka Hayagake
4	BY THE WALL WHILE LEAPING OR	Hassokyaku
5	IN MID AIR	Tengudaoshi
6	SIMULTANEOUSLY	Reppukyaku
1		Bushin Goraiha
2	THEN	Tesshinho
3	(OK IN MID AIR)	Ajara Tengu

INGRID



1		Sun Shoot
2		Sun Rise
3		Sun Arch
4	IN MID AIR	Sun Dive
5		Sun Upper
6		Sun Lower
1	lv3	Sun Delta
2		Sun Burst
3		Sunshine

TOP SECRET INFORMATION

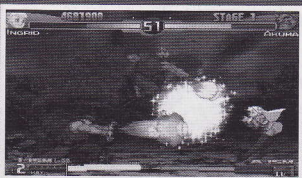


SCOOP 1 – Use Extra Balrog, SHIN Akuma, and Final M. Bison!

After completing arcade mode, you can select Extra Balrog, SHIN Akuma and Final M. Bison by highlighting Balrog, SHIN Akuma and M. Bison and

holding the SELECT button when you confirm the character.

*Final M. Bison cannot be used in certain gameplay modes.



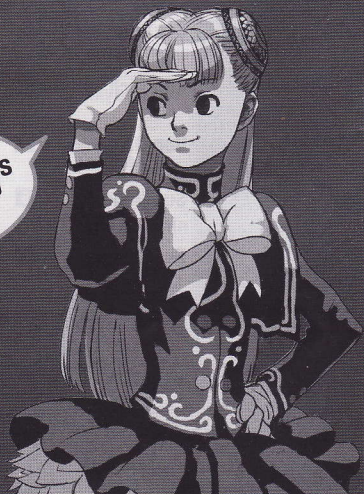
SCOOP 2 – Secret stages in World Tour Mode?

If you have over a certain amount of experience points when you complete the World Tour Mode, you can unlock more stages to play.

SCOOP 3 – What happens when you beat World Tour Mode?

Once you complete World Tour Mode, if you take your original 1 ISM Character and play different game modes, you'll find...

"Wait, that's a secret!"



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